Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cutout in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If any program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

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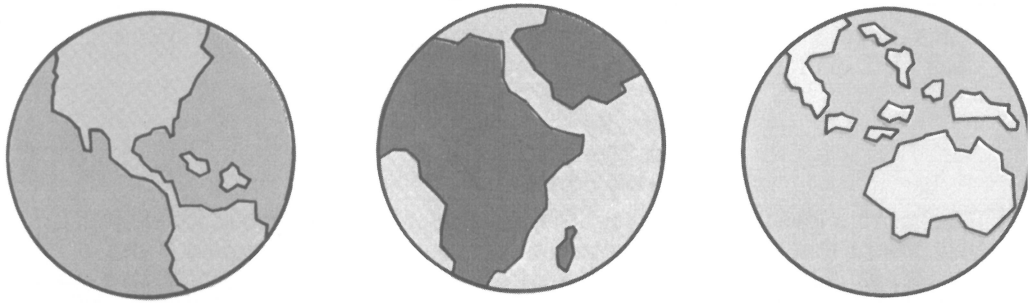
Troll MICRO

COURSEWARE

USER'S GUIDE

Maps and Globes:

Understanding Maps and Globes



Troll Micro-Software

Maps & Globes: Understanding Maps & Globes Micro User's Guide

System Requirements

1. Apple IIGS, IIc, IIe, II+, or II (with Applesoft and at least 48K of RAM).
2. One disk drive.
3. A TV set or video monitor (color is recommended).

How to Use This Program

Maps & Globes: Understanding Maps & Globes is an interactive two-disk program designed to introduce basic map skills. Students learn about distance and direction, and how they are related to the map scale and the points of the compass. Included is a discussion of how various colors can be used on a map to indicate information such as temperature, rainfall, elevation, or population, or to help distinguish between countries or states. Various map symbols are introduced, as well as a wide range of land and water features.

Getting Started

Insert either disk into the disk drive with the label facing up and the oval cutout facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

NOTE: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title. The student is then asked to enter his or her name, and whether sound is desired. Then the Lesson Menu appears.

1 Land & Water Features
2 Map Colors
3 Map Symbols
4 Direction & Distance

To choose a lesson, simply press the number of that choice and follow any instructions that appear. (Lessons 1 and 2 are on disk #1. Lessons 3 and 4 are on disk #2. If the correct disk is not present, the student will be instructed to insert the correct disk and press return.) The lesson will load and run automatically.

NOTE: Lessons 2, 3, and 4 each contain mini-menus that allow a user to resume an uncompleted lesson without repeating previously covered material. These mini-menus are self-explanatory.

Special Keys

	H	Help
CONTROL	X	Return to Lesson Menu
CONTROL	O	Turn Sound On or Off

The Lessons

Land & Water Features
Concepts:
Land and water features shown on maps and globes include continents, islands, peninsulas, isthmuses, oceans, seas, gulfs or bays, and straits. The world can be divided into northern & southern hemispheres, as well as eastern & western hemispheres.

Map Colors
Concepts:
Colors are used on maps and globes to distinguish between land and water features, and to show different continents. Colors are also used to show such information as temperature, rainfall, population, and elevation.

Map Symbols
Concepts:
Cultural features such as railroads, bridges, roads, cities, and political boundaries are often shown on maps and globes, as are natural features such as forests, mountains, lakes, rivers, and deserts.

Direction & Distance
Concepts:
Directions, such as north, south, east, and west, show *which way* on a map. Other directions include northeast, southeast, southwest, and northwest. A scale shows distance, or *how far.* A graphic scale is marked off in units. The legend tells what those units are.